

## OS LAB 1:

14/6/23

### OS Lab-1:-

Q) Write a C or C++ program pass matrices as parameters in all the programs

- 1) Matrix addition and Subtraction
- 2) Matrix Multiplication
- 3) Sum of Principal Diagonal and Non Principal Diagonal elements
- 4) Sum of rows and columns
- 5) Print transpose of the given matrix.
- 6) Check if a given matrix is Symmetric or not

### Program:-

```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
void sum(int matA[50][50], int matB[50][50], int rows, int cols)
```

```
{  
    int matC[50][50];
```

```
    for (int i=0; i<rows; i++)
```

```
    {  
        for (int j=0; j<cols; j++)
```

```
        {  
            matC[i][j] = matA[i][j] + matB[i][j];
```

```
        }  
    }
```

```
    for (int i=0; i<rows; i++)
```

```
    {  
        for (int j=0; j<cols; j++)
```

```
        {  
            printf("%d\t", matC[i][j]);
```

```
        }  
        printf("\n");  
    }
```

```

void disp (int mat A[50][50], int mat B[50][50], int rows, int cols)
{
    int mat C[50][50];
    for (int i=0; i<rows; i++)
    {
        for (int j=0; j<cols; j++)
        {
            printf("%d\t", matC[i][j]);
        }
        printf("\n");
    }
}

```

```

void mul (int a[50][50], int b[50][50], int v, int c)

```

```

{
    int mat C[50][50];

    for (int i=0; i<v; i++)
    {
        for (int j=0; j<c; j++)
        {
            matC[i][j]=0;

            for (int k=0; k<c; k++)
            {
                matC[i][j] += a[i][k] * b[k][j];
            }
        }
    }
}

```

```

for (int i=0; i<v; i++)
{
    for (int j=0; j<c; j++)
    {
        printf("%d\t", matC[i][j]);
    }
    printf("\n");
}

```

```
void sumd (int matA[50][50], int rows, int cols)
```

```
{
    int sumd=0, sumnd=0;
```

```
    for (int i=0; i<rows; i++)
```

```
    {
        for (int j=0; j<cols; j++)
```

```
        {
            if (i==j)
```

```
            {
                sumd = sumd + matA[i][j];
```

```
            }
            if (i+j == rows-1)
```

```
            {
                sumnd = sumnd + matA[i][j];
```

```
            }
        }
    }
```

```
    printf("SUM of Diagonal : %.d\n", sumd);
```

```
    printf("SUM of Non principal diagonal : %.d\n", sumnd);
```

```
}
```

```
void sumrc (int matA[50][50], int rows, int cols)
```

```
{
```

```
    int matC[50][50];
```

```
    for (int i=0; i<rows; i++)
    {
```

```
        int j=0, sum=0;
```

i][j]

[50],

k][j];

```
for (i=0; i<cols; i++)
{
    sum = sum + mat A[i][j];
}
mat C[i][j] = sum;
}
```

```
for (int i=0; i<rows; i++)
{
    for (int j=0; j<cols; j++)
    {
        printf("%d\t", mat C[i][j]);
    }
    printf("\n");
}
```

```
void transp (int mat A[50][50], int rows, int cols)
```

```
{
    for (int i=0; i<rows; i++)
    {
        for (int j=0; j<cols; j++)
        {
            printf("%d\t", mat A[j][i]);
        }
        printf("\n");
    }
}
```

```
void symm (int matA[50][50], int rows, int cols)
{
```

```
    int flag = 0;
```

```
    for (int i = 0; i < rows; i++)
```

```
    {
```

```
        for (int j = 0; j < cols; j++)
```

```
        {
```

```
            if (matA[i][j] != matA[j][i])
```

```
            {
```

```
                continue;
```

```
            }
```

```
        } else
```

```
        {
```

```
            printf("Not a Transpose matrix");
```

```
            return;
```

```
        }
```

```
    }
```

```
    printf("Transpose matrix");
```

```
}
```

```
int main()
```

```
{
```

```
    int opt;
```

```
    scanf("%d", &opt);
```

```
    while(1)
```

```
    {
```

```
        printf("1. Add and Sub 2. Multiply 3. Sum of principal and  
non principal diagonal elements 4. Sum of rows and columns  
5. Transpose of matrix 6. Matrix Symmetrical");
```





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[i] {

```
printf("Enter option:");
```

```
scanf("%d", &opt);
```

```
switch(opt)
```

```
{
```

50] {

```
case 0: case 1:
```

```
sum(mat A[50], mat B, 3, 3);
```

```
break; diff(mat A, mat B, 3, 3);
```

```
break;
```

```
case 2:
```

```
mul(mat A, mat B, 3, 3);
```

```
break;
```

```
case 3:
```

```
sumd(mat A, 3, 3);
```

```
break;
```

b {

```
case 4:
```

```
sumr(mat A, 3, 3);
```

```
break;
```

```
case 5:
```

```
transp(mat A, 3, 3);
```

```
break;
```

[j] {

```
case 6:
```

```
symm(mat A, mat B, 3, 3);
```

```
break;
```

```
case 7: exit(0); }
```

}

return 0;

}

DIP:-

Matrix A:- 0 1 2  
3 4 5  
6 7 8

Matrix B:- 1 2 3  
3 4 5  
5 6 7

Sum:- 1 3 5  
6 8 10  
11 13 15

Difference:- -1 -1 -1  
0 0 0  
1 1 1

Multiplication:- 13 16 19  
40 52 64  
67 70 109

Sum of Diagonal: 12  
Sum of Non principal diagonal: 12

Sum of rows and columns:-

0	1	2	3
3	4	5	12
6	7	4	21
9	12	15	0

Transpose:-

0	3	6
1	4	7
2	5	8

Matrix A is not symmetric.



# Output:

```
MATRIX A:
0      1      2
0      1      2
0      1      2

MATRIX B:
0      1      2
1      2      3
2      3      4

SUM:
0      2      4
1      3      5
2      4      6

DIFFERENCE:
0      0      0
-1     -1     -1
-2     -2     -2

MULTIPLICATION:
5      8      11
5      8      11
5      8      11

SUM OF DIAGNOL: 3
SUM OF ANTI DIAGNOL: 3

SUM OF ROWS AND COLUMNS:
0      1      2      3
0      1      2      3
0      1      2      3
0      3      6      0

TRANSPOSE:
1      2      3
2      3      4

SUM:
0      2      4
1      3      5
2      4      6

DIFFERENCE:
0      0      0
-1     -1     -1
-2     -2     -2

MULTIPLICATION:
5      8      11
5      8      11
5      8      11

SUM OF DIAGNOL: 3
SUM OF ANTI DIAGNOL: 3

SUM OF ROWS AND COLUMNS:
0      1      2      3
0      1      2      3
0      1      2      3
0      3      6      0

TRANSPOSE:
0      0      0
1      1      1
2      2      2

it is not a transpose matrix
```